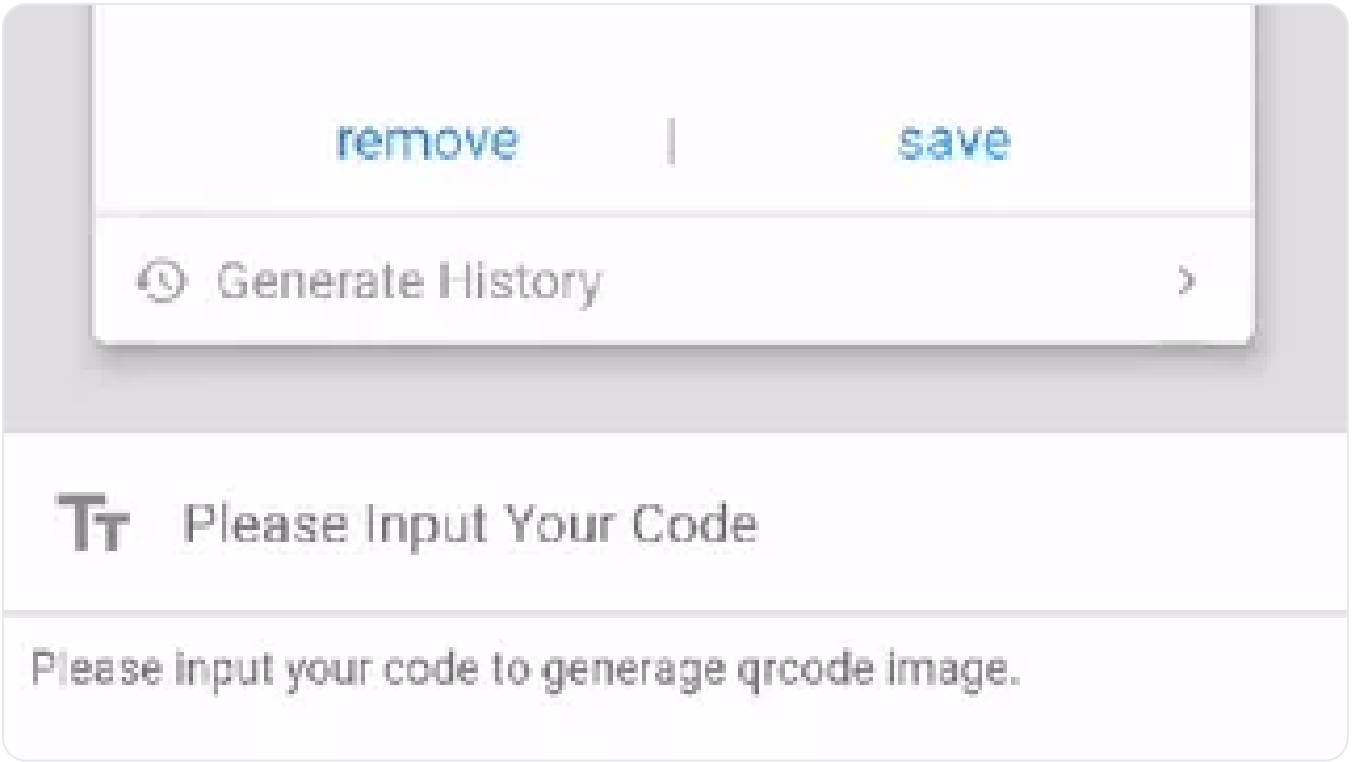
mobile_scanner

Universal Flutter barcode and QR code scanner for Android, iOS, macOS, and web.



About

mobile_scanner is a Flutter barcode scanner and QR code scanner for apps that need fast, camera-based code capture. It uses CameraX and ML Kit on Android, AVFoundation and Apple Vision on iOS and macOS, and ZXing on the web, giving Flutter developers a cross-platform scanning plugin with real-time detection and camera customization.

What is mobile_scanner

mobile_scanner is a Flutter barcode scanner plugin built for camera-based code reading across several platforms. It is designed for apps that need to detect barcodes and QR

codes in real time without building separate native scanning stacks for each operating system.

The package is published on pub.dev and currently shows version 7.4.0. Its documented platform support includes Android, iOS, macOS, and web, while Linux and Windows are not supported in the listed platform matrix.

It combines different native and web scanning technologies under one Dart API:

- CameraX and ML Kit on Android
- AVFoundation and Apple Vision on iOS and macOS
- ZXing on web

That makes it a practical choice when you want a single Flutter integration for a camera scanner, barcode reader, or QR code capture flow.

Key features

mobile_scanner focuses on speed, real-time detection, and enough control to fit common scanning layouts.

Core capabilities documented by the package include:

- Fast barcode and QR code scanning
- Support for multiple barcode formats
- Live detection from the device camera
- Customizable camera and scanner behavior

Feature support varies by platform, so implementation details matter:

- `analyzeImage` is supported on Android, iOS, and macOS, but not web
- `returnImage` is supported on Android, iOS, and macOS, but not web
- `scanWindow` is supported on Android, iOS, and macOS, but not web
- `autoZoom` is supported on Android only
- `lensType` is supported on Android and iOS
- `getSupportedLenses(facing:)` is supported on Android and iOS

Useful scanning controls documented in the readme include:

- Querying which lens types are available for a given facing direction
- Switching to a lens that is better for close-range scanning when the device supports it
- Restricting scanning to a window instead of the full camera feed

How to use it

mobile_scanner is used from a Flutter app, typically by adding the plugin, opening the camera view, and handling detected codes in your UI logic.

A typical setup flow looks like this:

- Add the package to your Flutter project from pub.dev.
- Enable the platform permissions your app needs for camera access.
- Create the scanner view in your screen or widget tree.
- Listen for barcode or QR code results as the camera detects them.
- Adjust scanning behavior with options such as a scan window, lens selection, or image analysis.

The package documentation points developers to example apps for runnable demonstrations. Those examples cover at least three common patterns:

- Basic usage
- Applying a scan window
- Retrieving images from barcodes

If your app needs better close-up scanning, the package also documents a two-step approach:

- Call `getSupportedLenses()` to see what the device has
- Call `getBestCloseRangeScanningLens()` to find the lens most suitable for near-field scanning

On Android and iOS, you can filter supported lenses by camera facing direction. On

Who it is for

This Flutter barcode and QR code scanner is aimed at developers building cross-platform mobile and web apps that need camera-driven code detection.

It is a fit for:

- Inventory or asset workflows that scan product labels
- Ticketing or check-in screens that read QR codes
- Retail or logistics apps that decode barcodes with the camera
- Flutter teams that want one package instead of separate native integrations
- Projects that need configurable scanning behavior on Android and iOS, with web support available too

It is especially useful when you care about a lightweight plugin rather than a large scanning framework.

What to know before you use it

mobile_scanner is cross-platform, but not every feature works everywhere. The package documents clear capability differences, so you should not assume parity across Android, iOS, macOS, and web.

Important caveats include:

- Linux and Windows are listed as unsupported in the platform support table
- `autoZoom` is Android-only
- `analyzeImage`, `returnImage`, and `scanWindow` are not available on web
- Lens-type support is limited to Android and iOS
- On macOS and web, supported-lens queries ignore the facing filter
- `getBestCloseRangeScanningLens()` may return `CameraLensType.normal` on some platforms rather than a specialized lens

The package also notes that the best-lens result is not guaranteed to be selectable on every device, so you should check it against `getSupportedLenses()` before switching cameras. That matters on Android especially, where camera hardware and CameraX

For production apps, use the package when you need a Flutter scanning layer, but rely on official platform docs or device testing when camera hardware choice, autofocus distance, or permission handling must be exact. For close-range edge cases, low-light behavior, or platform-specific camera quirks, the app's own device testing remains more reliable than a generic documentation claim.

In short, mobile_scanner is a solid Flutter barcode scanner plugin, but its best results come from matching your UI and camera settings to the exact platform you are shipping on.

FAQ

- Is mobile_scanner free to use?
- Which platforms does mobile_scanner support?
- Does mobile_scanner work with QR codes only?
- Can I scan QR codes and barcodes in real time?
- Can I control the scanner window or camera behavior?
- Does mobile_scanner work on the web?
- Who should use mobile_scanner?
- When should I use getBestCloseRangeScanningLens()?

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